

AMENDMENTS TO THE CLAIMS

1-14. (canceled).

15. (Currently Amended): A liquid crystal projector, comprising:

a light source for producing light;

a plurality of light valves for selectively transmitting said light, each of said plurality of light valves including a first substrate, a second substrate, and an interposed ferroelectric liquid crystal layer, wherein said interposed ferroelectric liquid crystal layer includes a plurality of first grating portions and a plurality of second grating portions, and the first and second grating portions have polymer networks; and

a focusing lens for focusing said transmitted light from said plurality of light valves onto a screen.

16. (Original): A liquid crystal projector according to claim 15, further including:

a red dichroic mirror for directing a red portion of said light to a first of said plurality of light valves; and

a green dichroic mirror for directing a green portion of said light to a second of said plurality of light valves.

17. (Currently Amended) A liquid crystal projector according to claim 15, ~~wherein said interposed ferroelectric liquid crystal layer of each of said plurality of light valves includes a plurality of first grating portions and a plurality of second grating portions,~~ wherein said first and second grating portions have different alignment orientations.

18. (Canceled)

19. (Currently Amended) A liquid crystal projector according to claim 15 ~~[[18]]~~, wherein said polymer networks are a polymerized monoacrylate compound.

20. (Currently Amended) A liquid crystal projector according to claim 15 [[18]], wherein said polymer networks are a polymerized diacrylate compound.

21. (Original) A liquid crystal projector according to claim 15, wherein each of said plurality of light valves includes first and second transparent conductive layers on said first and second substrates.

22. (Original) A liquid crystal projector according to claim 15, further including an image screen for receiving focused light from said focusing lens.